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DimensionalDoors

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Note: Versions for 1.17, 1.18 and 1.19 are for Fabric and require Fabric API

Note 2: 1.19.4+ Dimensional Doors is multiplatform and requires Cloth Config and Architectury.

This mod is a Minecraft 1.12+ port of the Dimensional Doors mod originally created and maintained up to Minecraft 1.6.4 by Stevenrs11.
This mod adds several types of Dimensional Doors that allow access to teleportation and extra-dimensional pocket dungeons that can vary from hallways to mazes to treasure rooms to straight-up traps.

Have fun exploring, but be wary of death or falling into the void as you do not want to end up and perish away in the mysterious and nihilistic Limbo dimension!

For more information, join our Discord Server or take a look at the Minecraft forums.

Features

Doors

Oak Dimensional Door: Easy to make, but not very useful. In dungeons, it will typically lead back to the previous pocket, but sometimes a second Oak Door in a dungeon will lead back to the dimension where the player first entered this chain of dungeons.

Iron Dimensional Door: Placing one in the world will create a new and empty dimensional pocket, a black void in which you can build whatever you want: a small house, a statue, a farm, a huge base, or even a whole city!

Quartz Dimensional Door: Similar to an iron dimensional door, except that all quartz dimensional doors will lead to the player's personal pocket.

Gold Dimensional Door: Very expensive to make but worth it. Leads to a pocket dungeon full of treasures, puzzles, and traps.

Unstable Dimensional Door: Crafted using an eye of ender instead of an ender pearl. Randomly leads to a rift or another door.

Quartz Door: Used to craft the quartz dimensional door

Gold Door: Used to craft the gold dimensional door

Other Doors: Through the door's NBT, it is possible to configure a door (of any kind) to create any type of rift when placed, such as a "dangerous door" which has a 50% chance of leading to limbo and 50% chance of leading to a treasure-filled dungeon. In future versions, such bonus doors will be rarely found in dungeon chests.

Rifts

Rifts are fractal-shaped tears in the world. They form when a dimensional door is destroyed and is no longer binding together the fabric of reality. To pass through a rift, you can either place a dimensional door on it, or right click it using the rift blade.

They also form naturally in extremely rare formations called "Rift Clusters", which lead to other very far away clusters.

Rifts will grow logarithmically over time. You can use a rift remover to close rifts that got too big, or a rift stabilizer to stop a rift's growth.